**The Butterfly Game/ちょうちょのゲーム**

From the book, “The Yellow One is a Butterfly”, I took the idea from the book of the boy trying to “catch” a butterfly by inventing a learning game to follow up the reading of the story. The game incorporates interpretive and pre-interpersonal language learning (noun and adjective agreement) along with learning a traditional Japanese children’s song entitled, “The Butterfly”. The song is about a butterfly deciding which flower to land on, which flower is open and deciding on the “sakura”, cherry blossom. This game could be modified to be used with other songs in other contexts (I use the same game with frogs and lily pads as well while learning a traditional scale song about frogs).

**Purpose/Outcomes of the game:**

* to reinforce listening skills in Japanese,
* to begin to recognize common words used daily in Japanese as “sight” words written in Japanese characters
* to learn and sing a traditional Japanese children’s song and recognize some words from the song

**Materials:**

* Bug catching net (optional)
* Large paper with colored flower cut outs pasted on them (one color of flower per sheet, about 7 sheets or more)
* Bag with colored butterflies, words for colors written in the target language, etc. (you can use the butterfly net for this as well)

**Directions for the game:**

1. Hang the pictures with the colored flowers on them around the room. Review the names of the colors around the room so students know where to go during the song/game.
2. If necessary, hang a sheet on the front board for students to compare the “sight” color words with a visual clue (a colored flower, etc)
3. Sing the song a few times with the class to practice. Have the students stand by their desks, making a butterfly with their hands and as they begin singing the song, have them move around the room as “butterflies”, choosing to stand by one of the papers with the colored flowers, before the song ends.
4. Pick a colored object (hiding it from the students’ views) and say the name of the color and the butterfly/flower that you chose. Have all the students sit down that were next to that colored flower. Repeat #3 and #4 until you have only one student standing next to each picture with colored flowers.
5. When there is only one student at each colored picture, pick the final color out of the net and that student becomes the winner of the game .
6. Variations: have the students who loose in the first few rounds pick the colors/words out of the bag; use the “sight” words without any color reference so that students need to match them with the reference sheet on the board/on their desk; have them read the word picked out of the bag with no reference or help from a list of words, etc.